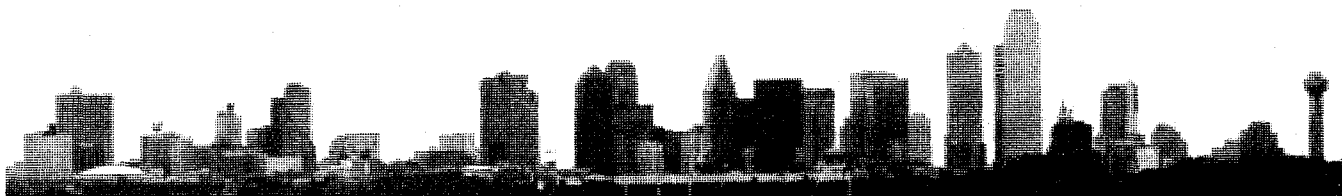


MCCC NEWS

Metroplex Commodore Computer Club



Fort Worth

Volume 9 Issue 10 – October 1991

Dallas

PGA Tour Golf

The most impressive golf game yet
by Bill Raecke

PGA Tour Golf, from Electronic Arts, is the latest in a series of golf games that has made its way into my system. *Mean 18*, *World Tour Golf* and *World Class Leader Board* have all come and gone. They were summarily eclipsed by *Jack Nicklaus' Unlimited Golf & Course Design* (JNUG) which I reviewed in December of 1990. I'm going to proceed with this review in two sections. First I'll tell you a little about *PGA Tour Golf* – what some of its features are and how it plays – and then I'll compare it to the reigning champ, JNUG, and see how it stacks up.

First, the installation. If you want to play from a floppy, just click on the icon and get on with it. If you want to install the game on your hard drive, there is a hard drive installation program provided that makes the job painless. The game is password protected – the most reasonable way of protecting a game – so you are free to make a backup copy of your purchase.

When the game is started, you are first taken to the Pro Shop where you can select your game options. Options are selected via menu items. The menus don't work like normal Amiga menus. What we have here is an obvious port from an MS-DOS machine and so the menus work as menus ordinarily would on an IBM. But at least there *are* menus. They're not too hard to get used to. There are a lot of options available, but the only ones I'm going to mention are the two types of games. You can play a practice round or a tournament. The games vary only slightly. In a practice round you can play the holes in any order and you are allowed to take a mulligan. (A mulligan allows you to repeat a shot for practice. The extra shot is not added to your score.) When you select a game, the next step is to determine how many players there are. You are allowed from one to four golfers. Any of the golfers can be computer controlled. For each golfer you supply a name, you select whether amateur or professional tees will be used, and you select the clubs to take along. (You are limited to fourteen clubs.) There is

no selection for the sex of the golfer. The game assumes that all golfers are men. (Are they allowed to do that these days?!) The next step is to select a course to play. Included with the game are four excellent courses from real life. Make your selection and the fun begins.

The first thing you will see is a layout of the entire course. The next thing you will see will knock your socks off. *PGA Tour Golf* provides an aerial fly-by of every hole. On the screen is a small rectangular window showing the course. In the bottom portion of the screen is a hint from the pros on how the hole is best played. Imagine yourself in a helicopter. (Bell, no doubt.) In the window, the first view of the course is as though you were in that helicopter, approaching the green. You will fly over the flag, then the helicopter will tilt back as it changes direction, and you will begin flying backward – away from the hole, down the fairway, toward the tee. As you approach the tee, the rectangular window slowly opens giving a more panoramic view of things. All the while there is some very impressive music playing in the background. The effect is awesome. As impressive as it is, the aerial fly-by has a practical aspect as well. That flight backward down the fairway lets you see where every water hazard and every bunker is located. This is great stuff. You may put your socks back on now.

After the fly-by you are shown a standard aerial view of the hole. Next, it's time for that tee shot. The game play here is rather standard. There is the normal, three-click power bar to control your swing and there is the normal cross-hair to aim your shot. The recommended club selection is performed automatically although you can change it to allow for wind conditions, lie, or simply preference by clicking on the name of the selected club. One particularly nice feature is the number that appears at the high end of the power bar. It indicates the normal maximum distance for that club. Things may vary depending on conditions, and distance will certainly vary depending on your stroke, but it provides a nice reference

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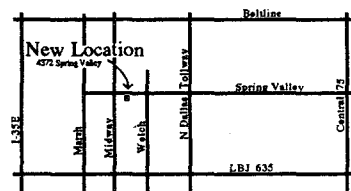
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point. One thing that is definitely not standard is the wind indicator. With most games, what you get is a direction pointer and a relative strength meter. With *PGA Tour Golf* the wind indicator is a pointer with a speed indicator below it that shows wind speed in MPH. And it *changes*! As you are trying to get your shot ready, the wind speed and direction will fluctuate. It makes the game more difficult and more realistic.

Take your shot. Now the ball is in the air. Time for the next trick *PGA Tour Golf* has up its electronic sleeve. When the ball is on its way down, the view will shift. Instead of watching your ball disappear into the distance you will find yourself just beyond the point where it will land, watching it approach. This may not be very realistic but it sure is a neat effect. The second shot is just another like the tee shot – except there are a couple of special strokes available that could come in handy. A "punch shot" can be used in when the ball is half buried in sand or rough. The ball will not travel as far but you're not as likely to flub it. The "chip shot" can be used when close to the green. The ball won't travel far and won't go high into the air.

Greens in *PGA Tour Golf* are not just flat surfaces that tilt in one direction or the other. They are undulating surfaces that tilt in varying directions and degrees depending on where you are and where your shot has to travel. To give you a feel for the terrain, you are taken to a special screen that shows the green as a contour grid pattern. Another thing worth noting on this screen is the distance above or below the hole. Expressed in inches, that figure helps you determine how hard to hit the ball. It is on this screen that you set up the direction of the shot. When you are done you are taken back to a screen similar to that used on the tee and the fairway to actually putt. The power bar works the same as before – the wind indicator is gone. A word of warning – putting is difficult.

Now it's time for that comparison. *PGA Tour Golf* and *Jack Nicklaus' Unlimited Golf & Course Design* – how do they measure up? First up, graphics. *PGA* has that knockout fly-by. *JNUG* can't compete with that. But beyond that, the graphics used on the actual game-play screens are better in *JNUG*. In *PGA*, everything looks flat. *JNUG* uses shading and detailed drawing techniques to simulate hills and valleys. In addition, the trees and backgrounds used in *JNUG* are much more varied. *PGA*'s background is always a

mountain range – even when the golf course is in Florida.

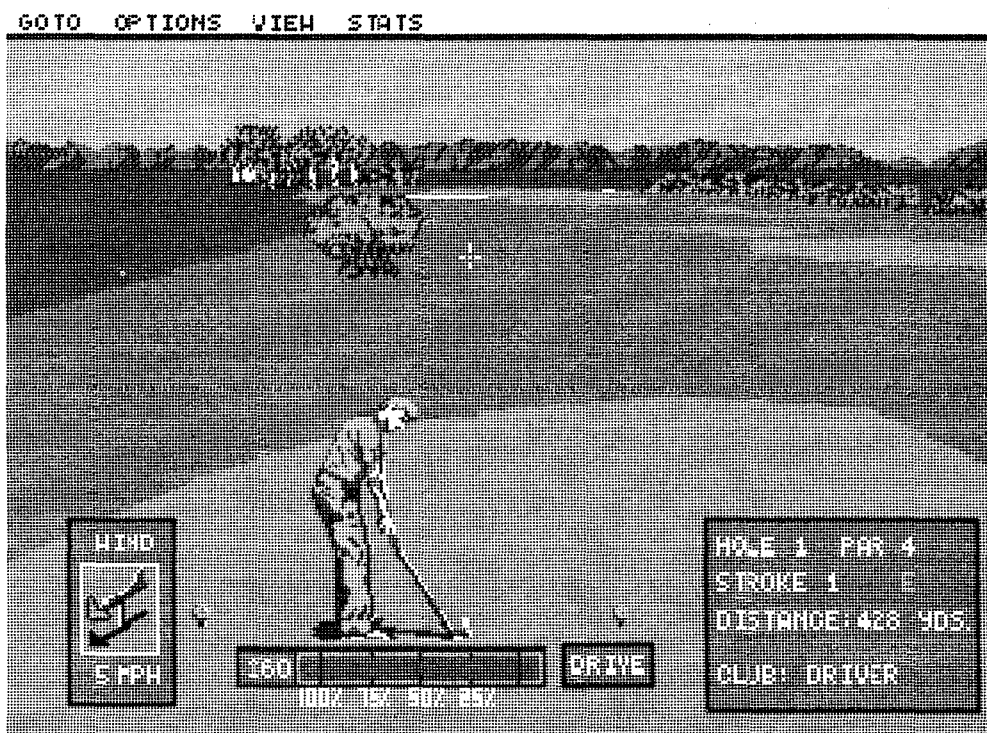
How about game-play on the fairways? Here, again, *JNUG* has the edge. *PGA* not only looks flat, it plays flat. Terrain has no effect on the ball unless it hits an obstacle. In *JNUG* the hills and valleys that it depicts on the screen can affect how the ball travels thereby making the game more challenging and more realistic.

Game-play on the greens is excellent in both games. Each uses a similar technique. In *PGA*, you are taken to a contour grid map to help you "read" the green. In *JNUG*, the contour grid is laid over the green as you play it. Both methods are effective. It's a draw.

One other thing *PGA* left out – the course designer. With *JNUG* there is an excellent course design program included. That means that there are many public domain courses with which to expand your system and, of course, you can develop your own as well (a task that is much more demanding than it would seem). With *PGA* you have the original four courses and whatever others you purchase.

Now, all this probably sounds as if I don't like *PGA Tour Golf*. That is NOT the case at all. The fact is, I have both *PGA* and *JNUG* installed on my hard drive. That helicopter flight makes up for a lot. And the fact of the matter is that both games are a lot of fun to play. The only reason I felt the comparison was necessary is that when *JNUG* came on the scene, all the competition was blown out of the water. That is not the case with *PGA Tour Golf*. *Jack Nicklaus' Unlimited Golf & Course Design* is still a strong contender. But if you want something that will make your non-Amiga owning friends take notice, show them *PGA Tour Golf*.

Software for this review was provided by Clark Smith of Electronic Arts.



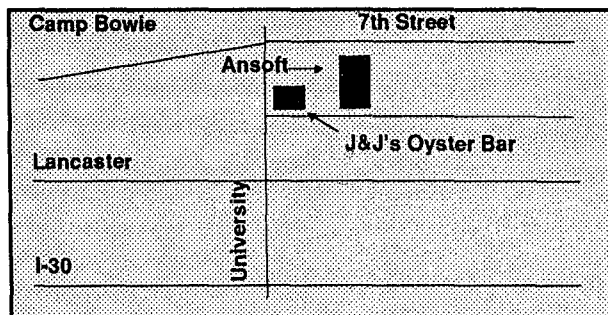
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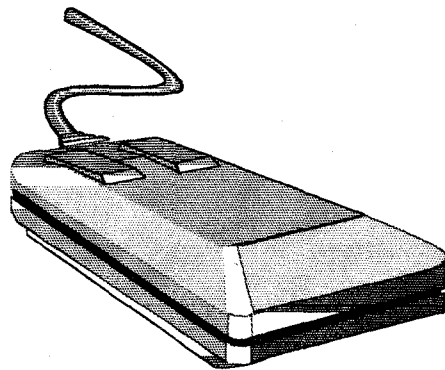
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Understanding Your AMIGA

Hard disk management
by Harold Williams



The Amiga 2000HD, Amiga 2500 and all Amiga 3000 models include a built in hard disk drive. The Amiga 500 and 2000 do not include a hard drive, but it is quite easy to add one. Having a hard drive provides three benefits. First, a hard drive has huge storage capacity compared with a floppy drive. The Amiga floppy drive has just under 1 megabyte of storage. The smallest hard drives have ten times that, and the most common hard drives have 50 to 100 megabytes of storage. The second benefit is speed. The speed increase depends on the particular hard drive and the adapter card, but always it is astonishing. Even a "slow" hard drive will seem turbocharged to someone accustomed to floppy drives. I performed a simple test to compare the speed of a floppy to my hard drive. First, I loaded *DPaint III* (Electronic Arts) from the original floppy and timed it with a stop watch. The time to the first screen was 1 minute 36 seconds. Loading *DPaint* from my hard drive (Quantum 105S and Microbotics Hard Frame) took 1.5 seconds. That's a speed increase of over 60 times. The third benefit of having a hard drive is its immediate availability. The hard drive will boot the Amiga automatically and all its software and data will be immediately available. Okay, so a hard drive is a wonderful thing, but the large storage capacity of a hard drive creates a few problems. The problems are associated with organization, file maintenance and data security.

Organizing the file structure on a hard drive requires some advanced planning. Even with some careful thought, and advice from friends and "experts" you are likely to eventually discover that your initial plan was not ideal. When you attempt to organize your hard drive, realize that eventually you will probably want to reorganize. The first decision you will have to face is the number of partitions. Partitioning your hard drive will create what will appear to your Amiga as separate disks. There are several advantages to having multiple partitions. First, partitions allow you to categorize your software and data. I have my hard drive divided into five partitions, named Workbench, Applications, Art, Data, and Fun&Games. These partitions work well for me, but they would not necessarily be right for you. Partitioning also simplifies the task of maintaining security backups of the software and data on your system (more on this later). Because of the way I have partitioned my drive and the way I use my software, I know that my most critical files are all in the Data partition. My Data partition contains all the things I create; *Imagine* animations, *DPaint*

pictures, *CanDo* applications, or articles like this one. My other partitions contain the programs I use like *Imagine*, *DPaint* and *CanDo*. I'm not terribly concerned about backing up the programs, but my work, the things I create, are of great concern. Since all these files are in one partition it is easy to maintain backups. Partitioning also reduces the possibility of losing all data on the hard drive as a result of some catastrophe. Some types of drive failures will cause loss of all data on a disk (the system will usually present an error message like "Error validating disk..." or "Not a DOS disk in unit 0".) Since partitions are treated as a "disk" the data on your other partitions would not be affected.

Another benefit of partitioning your hard drive is the reduced stress on the system because of the smaller number of files in any one place. Scanning a directory of a bazillion files is a time consuming task. Dividing the files up by using partitions reduces this problem. Lastly, a partitioned hard drive is easier to reorganize and optimize than an un-partitioned drive. Depending primarily on the software that came with your controller the default configuration for your hard drive is probably a single partition or two equal sized partitions. Neither of these is likely to be the best possible setup for you. There simply isn't a "best" setup. Consider the total size of your hard drive, the size of the programs that will be placed in a partition, and the size of the data files you will create. Plan for some extra room in each partition. My partitions range from 10 megabytes to 25 megabytes. Remember that the primary reasons for partitions are to help you categorize your programs and data, and simplification of the backup process. You should also consider the down side of partitioning. Each partition that you create will use up a small amount of RAM (each drive must have a buffer) and will create a task that uses a small amount of CPU. Okay, here are some home grown guidelines to help you decide. Rule #1: Avoid partitions larger than 40 megabytes because they take too long to backup and can easily hold the above mentioned "bazillion files". Rule #2: Avoid partitions smaller than 10 megabytes because they won't be worth the extra overhead. Rule #3: Use at least three partitions. One for Workbench, another for programs and a third for data files. Rule #4: Don't use more than six partitions unless you have a very large drive. Rule #5: Remember that whatever you decide, you will surely discover, that it wasn't the best choice. Rule #6: Don't take these rules too seriously.

If you have decided to partition or re-partition your

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hard drive remember that this process destroys all the data on the affected partitions and, depending on your host adapter card, may affect other partitions. If your drive currently contains files you must have a suitable backup before beginning the partitioning procedure.

Whether you use one partition or more you will want to use drawers to further divide and categorize your programs and data. My Data partition, for example, has drawers named Imagine, DPaint, CanDoDecks, and TextFiles. Drawers in all the partitions are important to keep things reasonably organized. Even drawers within

Hard drive backup software can be used to protect your valuable data from loss and to remove fragmentation from your hard drive.

drawers are necessary. Try to avoid going more than three drawers deep.

Backing up a hard drive is an important process to prevent the loss of data. If you are working from a floppy disk and some catastrophe occurs, you are only in danger of losing the programs and data contained on the floppy. When you are working from a hard drive the same thing is true. The difference is losing less than one megabyte and losing 50 or 100 or more megabytes of data. What you should backup and how often you should do backups is dependent on your system and how you use it. If you have data on your hard drive that you cannot afford to lose, then it is time for a backup. Backing up your hard drive is best done with a custom backup program. Simply copying files to a disk is not usually satisfactory. I use *Quarterback* (Central Coast Software), but there are several other excellent commercial backup programs and *MRBackUp* (Mark Rinfret) is available from the MCCC library. Remember that it is not terribly important to maintain backups of your software. You have the originals on floppy and can always reinstall them. I do keep a backup of my software because restoring those files would be much simpler from a backup than going through the install procedures. Each time I add a new piece of software to a partition, I don't feel compelled to create a fresh backup. However, if I have created new animations, or pictures or text files, I am concerned about the potential loss of my work. Backup software will usually allow you a multitude of options in determining the files within a partition to backup. I prefer to always perform a full backup. Any other form of backup leaves you with a real headache if you discover that you need to restore the entire partition. At present, there are two types of media that are commonly used for storing backups. Floppy disks are most commonly used because no extra hardware is required and floppies are relatively cheap. Streaming

tape devices are superior to floppies in convenience and speed, but are fairly expensive. It is also possible to do backups to other hard drives and removable media devices like the Syquest and Ricoh drives. Remember, if you can't afford to lose it, then back it up.

A hard drive also requires constant clean-up of files that are no longer needed. The large capacity of a hard drive means that it is easy to collect a large amount of junk. The best way to keep your hard drive cleared of unneeded and unwanted files is to use a "directory utility" like *Directory Opus* (INOVAtronics), or *SID* (shareware from Timm Martin). These programs perform a wide variety of tasks involved with manipulating files. In terms of hard drive clean-up, they allow you to easily browse through the files on your hard drive and delete files that are not needed. If you do a massive clean-up of a partition, you might consider also performing a fresh backup of that partition. A word of caution here. If you just deleted a bunch of files, it is possible that you inadvertently deleted files that you meant to keep. Your old backup should have those files. If you now do a fresh backup and are re-using your old backup disks, you are wiping out the backup that would save your bacon! I recommend maintaining two sets of backup disks (or tapes) for each partition and rotating them.

The process of repeatedly adding files and deleting files from a hard disk will eventually cause some fragmentation (files will be split into small chunks scattered about on the drive) of the files. Fragmentation is not a severe problem but will cause a decrease in drive performance. There are two ways to eliminate fragmentation. There are special software packages that perform drive optimization. These programs interrogate the structure of the files on your hard drive and move the files to eliminate fragmentation and improve the general performance of the drive. These programs generally work very slowly unless the partition has a lot of empty space. Partitions with a lot of free space are not usually fragmented. A much simpler solution is to use your backup software to de-fragment your drive. The process is simple, although a little scary. Do a full backup of the partition you wish to de-fragment. If your backup software has the ability to validate the backup, then run the validation to be absolutely certain your backup is good. Now the scary part... format the partition (a quick format will do). The partition will now be empty. Now, restore all the files from the backup. Your partition will be completely de-fragmented. If you use a partition for data like I do, this is the partition that is most likely to suffer from fragmentation of files. Since this is also the partition you would backup most often, this procedure can be occasionally included as part of a normal backup.

There are a couple of freely distributable utility programs that every hard drive owner should keep near at hand. *DiskSalv* (Dale Haynie) and *FixDisk* (Werner Guenther) are utilities that will attempt to recover data from a damaged disk. Most problems of this nature are resolved by re-formatting the partition. These two utilities can frequently recover most, if not all, of the data before you format the partition. Both of these utilities are available from the MCCC library.

Amiga Library News

Public domain and shareware picks
by Bill Raecke

C PUBLit by Eddy Carroll

This is one of those little utilities that may not be for everyone – but if you can use it, you're really going to love it. What it does is modify your system so that the CPU is used for some blitter operations instead of the blitter chip – only those operations where there will be a speed up. An accelerated Amiga (either 68020 or 68030 or 68040) is required. What you get when you install it is a system that works noticeably faster for some operations. Text scrolling is considerably faster. Especially nice is the effect it has on a multiple bit-plane scrolling text window (such as on a terminal program). The system blitter can only move one bit-plane at a time which results in a flashing display. With *CPUBLit* installed, all the bit-planes can be moved at once. The result is that text scrolls more quickly AND more smoothly. I have been using *CPUBLit* for several weeks now on my system and have had no problems at all. If your Amiga is supercharged, take a look at this one. It's on MCCC-A_338.

Adobe Fonts

This month, as usual, we have a number of fonts available for use with *PageStream*. This month's additions are Postscript Type 1 fonts – and there are some real winners here. In particular, be sure to check out "Goudy Medieval" and "Griffen Dingbats" on MCCC-A_335; and "Andesite" and "Mac Humaine" on MCCC-A_338.

Goudy Medieval
ANDESITE

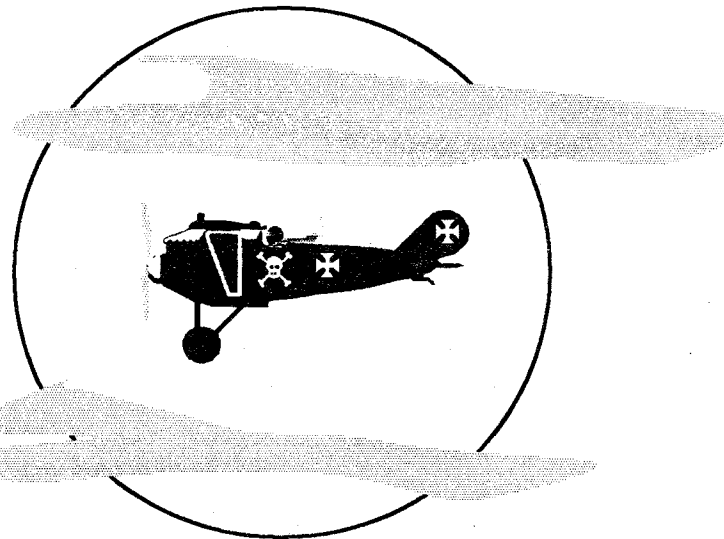
PageStream Drivers

Also of interest to users of *PageStream* is the set of new import drivers for *PageStream* 2.1. Everything from the IFF to the GIF import module has been redone with new features, fixes, etc. They can be found on MCCC-A_335.

Clipart

And once again, for *PageStream* users, there is a nice collection of clipart. MCCC-A_335 has a collection of six

clips and MCCC-A_336 has another twelve. Most of these are in Adobe Illustrator format – a type of encapsulated Postscript. Worth noting is that with the improved import drivers (above) for *PageStream*, Illustrator clips are imported as VIEWABLE and EDITABLE objects.



JNUG Courses

While we're on the subject of commercial programs, users of *Jack Nicklaus Unlimited Golf* will want to obtain the two new courses on MCCC-A_336. "Westridge" is a particularly nice course with lots of water.

LZ ver 1.92 by Jonathan Forbes

Our shareware selection of the month in August was LZ. That being the case, you might wonder why it's here again. Well, there's a new version, that's why. For the uninitiated, LZ is the best archive/unarchive utility going. This version removes all the blocks that used to prevent archiving certain file lengths so that it is now a fully functioning program. Also new to this version is the addition of the .LHA compression algorithm for even smaller archives. It's on MCCC-A_335.

MegaBall by Ed Mackey

Remember the old game of *Breakout*? Well, *MegaBall* is the latest program in that tradition. What you have is a pattern of bricks in the upper part of the screen, a paddle that can move horizontally across the bottom of the screen, and a ball that you have to keep from falling off

the bottom of the screen. A simple concept that probably everyone is familiar with. What sets *MegaBall* apart are the excellent graphics, the knockout music, and the price. *MegaBall* is on a par with many commercial games. And to make it even better, for a small shareware donation you can get *BoardEd* to make your own screens to play on. Be sure to check this one out. It's on MCCC-A_339.

Husker DU by Stephen Roms

If you like *Tetris* or any of its clones, you'll probably like this game. But *Husker DU* is NOT just a *Tetris* clone. You have eight columns to build. And you build those columns by stacking ten bricks on each base provided to you. The trick is, no two bricks in a column can be colored the same. If you accidentally place two identically colored bricks in the same column, the entire column disappears. Then you get to start the column over again. The game is highly addicting. This one can be found on MCCC-A_340.

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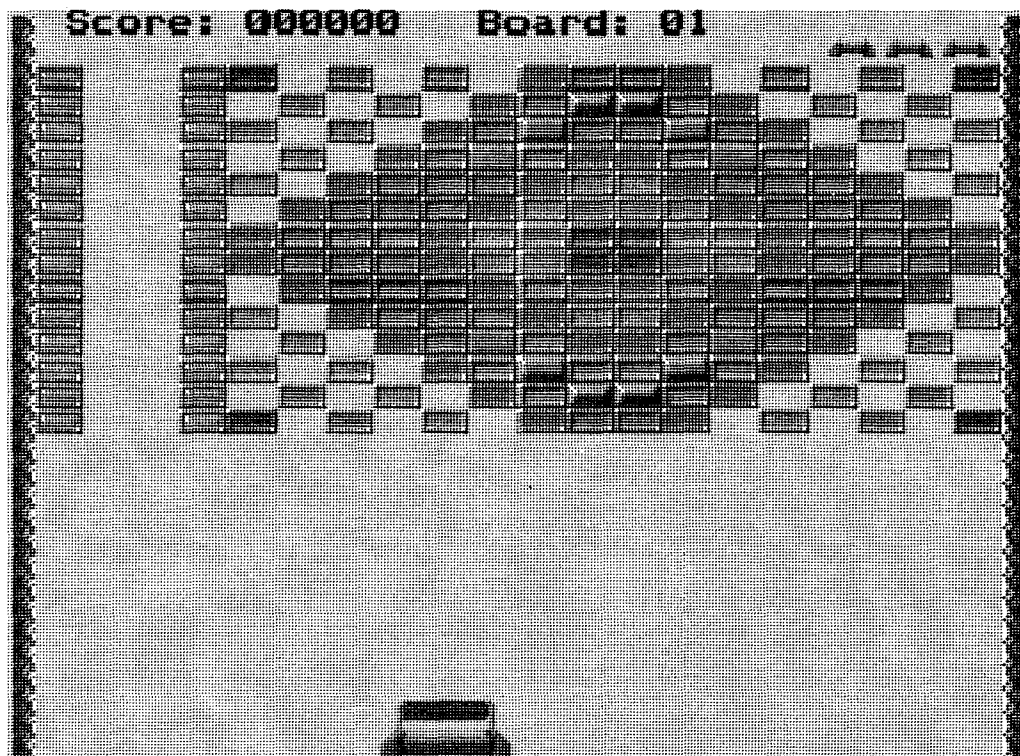
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Nomination of MCCC Officers

At the MCCC Board of Director's meeting on September 28, the board nominated its recommended slate of club officers for 1992. Additional nominations will be accepted at chapter meetings during the month of October. Elections will be held in November.

President	Ray Howard
Vice President	David Owens
Treasurer	Harold Williams
Secretary	John Malmstrom
Librarian	Gary Campbell
Education Chair	Genny White



This is the opening screen of MegaBall

The C64 & VCR

by Bill Hale

From the newsletter of the New Mexico Commodore Users Group

At our December meeting I gave a presentation on using the C64 to generate titles for editing home video movies. The camcorder and VCR I was using were the 8mm format but the program I was demonstrating, *Home Video Producer* by Epyx Software, will work for a VHS VCR as well. The C64 and the C128 in 40 column mode generates the same video as your TV and VCR uses, therefore you can record the output of your C64/128 onto a video cassette tape. This makes it possible to add titles and graphics to your home videos by using a character generator you wrote or one of the many graphics programs in the disk library. By connecting the audio output of the computer to your VCR, you can use a music program to your home video movie. If you are not into home video movie-making you can use your computer to make music video tapes of your favorite computer music programs. This way you do not have to load a program in your computer just to be entertained by computer music and graphics.

The big question is how to connect the computer to your VCR? If you have a 1702 monitor it is very simple –

just connect the audio and video cables to your VCR instead of your monitor and connect the VCR outputs to your monitor, or set your VCR to feed a signal on channel 3 or 4 to your TV and tune the TV to the selected channel. The C64 and the C128 have two cables for the video signals – one carries the luminance and sync information and the other carries the color information. To record in color the VCR has to have both of these signals. This can be made possible by a trip to your local Radio Shack store. By using the RS42-2436 (2.69) "Y" adapter you can connect both video signals to your VCR. I have checked the schematics on both the

C64 and the C128 and found there are resistors that allow the video cables to be combined safely. Also, I have made this connection with my computer when I was using a 1702 monitor and had no problems. The color signal can be improved by adding a resistor capacitor filter, however the slight improvement will not be noticed when you play back the tape.

If you have a 1902 type monitor that has special forty column input cable you will have to make your own cable to connect your computer to your VCR. Two items have to be purchased – a six-foot long shielded phono cable, RS 42-2367 (2.45), and a five pin DIN plug, RS 274-003 (1.69). Now cut the cable in the middle, separate the center conductors and the shields, solder one center conductor to pin 4, the other center conductor to pin 3, and the two shields to pin 2. If you are not experienced at soldering, have someone do it for you. The pins on a DIN plug are small and are numbered in an odd sequence. Look in the connector explanation section of your computer reference manual. The cable connected to pin 4 of the DIN plug will carry a standard color video signal that contains

luminance, color, and sync signals. The cable connected to pin 3 will carry the audio signal. Be sure and label these cables "A" for audio and "V" for video. If you put the video signal in the audio input you will hear a loud buzzing sound. If your VCR is a stereo model you can feed both channels with audio by using a signal-splitting adapter, RS 42-2415 (2.79). To simulate a stereo effect you can place a audio equalizer in series with the splitter plugs and your stereo audio inputs of your VCR. By setting the right channel controls different from the left channel on the equalizer, a stereo effect will be generated.

Thought For The Month



Death and Taxes
are Inevitable

But at least Death
doesn't get worse each year

On-Line Services

PeopleLink is gone – but Portal and others are here
by Bill Raecke

Recently the Amiga on-line community was stunned to learn of the sudden demise of PeopleLink. PeopleLink offered a huge Amiga software library and a very active message base. But almost before we had time to cry foul it was announced that PeopleLink's Amiga Zone was moving to Portal. Portal is a service similar to PeopleLink but with the addition of such features as ZModem batch file transfers, UseNet newsfeed and realtime live conferencing. I recently became a member of Portal. My initial response was mixed -- the service is very different from the other services I have tried -- but once I spent a little time with it and learned how to configure my session properly, I really liked it.

But rather than just mourn the passing of PeopleLink or give a plug to the new kid on the block (Portal), I decided that this would be an opportune time to pass along information concerning the four major services. The accompanying chart gives the current fee structures for a 2400 BAUD user. 9600 BAUD service is offered by some... but the hourly rates are MUCH higher.

Of course, the fee structure doesn't tell you all you need to know. As a prospective user you need to know which service will better meet YOUR needs and desires. I have chosen several categories that I feel most users will

be interested in and I have given grades based on my subjective opinions. I have given no grades to BIX because I am not a member of BIX and so I have no first hand experience. What I have been told of BIX is that it is THE place to go if you need technical assistance. The Who's Who of Amiga development is available there on a regular basis.

To join BIX – Call 800-225-4129 (modem). At the first prompt, enter BIX (without the quotes). At the name prompt, enter BIX.AMIGA. On-line prompts will lead you from there through the sign-up procedure.

To join Compuserve – Call 800-848-8990 (voice). Someone will be glad to help you become a member.

To join GENie – Call 800-638-8369 (modem). After connect, enter HHH (without the quotes). At the U# prompt, enter XTX99587,CPUREPT. On-line prompts will take over from there.

To join Portal – Call the local Telenet access number, 817-332-6794. At the Terminal prompt, enter D1 (without the quotes). At the prompt, enter C PORTAL. On-line prompts will take you from there. I don't have the (214) Telenet access number, but you can call Portal direct at 408-725-0561 (modem).

	BIX	Compuserve	GENie	Portal
Signup Fee	None	None	None	\$19.95
Rates	\$ 44.25 for 3 mos or \$117.00 for 1 yr plus \$3 per hour OR \$25/month flat rate	\$12.50/hour (1.50/month min.)	\$4.95/month plus \$6.00/hour	\$13.95/month plus \$ 2.50/hour (hourly rate for Telenet connection)
File Bases		C	B	A
Message Bases		B	B	A
Ease of Use		D	B	A (after setup) C (initial use)
Speed		B	D	A

Coming in October

Amiga By-The-Loop
Jody Reimers (Imagine)

Amiga Central
INOVAtronic (Directory Opus & more...)



These Dealers offer discounts to MCCC members
Be sure to show your membership card

Action Computer
C64, C128, Amiga Repair
2720 Royal Lane
Dallas, Texas 75229
(214) 484-7838

ANSOFT Data Systems
Amiga Software & Hardware
925 University
Fort Worth, Texas
(817) 870-2529

**The Edge
Computer &
Video**

Amiga Software &
Hardware
3201 W. Airport Frwy.
Suite 100
Irving, Texas 75062
(214) 570-1300

The Edge Computer & Video

Amiga Software & Hardware
14540 Beltwood Pkwy # 4
Dallas, Texas 75244
(214) 960-8633

Metropolitan Computer

Amiga Software & Hardware
4372 Spring Valley
Dallas, Texas 75244
(214) 702-9119

CHAPTER NEWS

Amiga By-The-Loop

Garry Wordelman

We had about 32 members and visitors at our September chapter meeting. Among those were two lucky people. Pete Goad won the software package *Laser Jet Fonts* donated by Bill Heilman. Also, Brian Dooley won *Hyper Helper* donated by INOVAtronics (last month's program sponsor).

The September ShareWare is called *Mostra*. It is a graphics utility used for viewing all types of pictures and animation files. It also enables one to select several pic files and view them sequentially at the click of a button. The pic icon file can also be edited or changed for almost any purpose. You can all find *Mostra* in our club SuperDisk Library.

Our program for September was presented by David Johnson from ANSOFT Data Systems of Ft. Worth. He demonstrated and talked about some of the many products that help you use *Imagine* by Impulse. Note that *Imagine* is a powerful 3-D image and animation program. He illustrated *Surface Master* which allows one to select and change the surface characteristics and appearance of an object. He discussed *Map Master* which enables one to map and change the surface of 3-D objects. He also demoed *The Buddy System* which will enable you to install *Imagine* and also provides on-line pull-down help menus and descriptions. He also mentioned *The Imagine Companion*, a book guide for using *Imagine*. Overall, these packages can make *Imagine* an even more powerful product, as well as improve one's creativity immensely. David gave a very interesting and informative presentation.

Please make a note to attend next month's presentation by Jody Reimers on Tuesday, October 8th.

Amiga Central

Bill Raecke

Our October meeting featured a different kind of presentation. Rather than seeing the latest software or hardware available, we had a "how to" presentation. Harold Williams, our inimitable chapter vice president, gave an excellent presentation on installing software on your hard drive. All difficulty levels were touched on from the simple "drag the icon to the hard drive" installation to those requiring complex installations including "assigns" and modification of the startup-sequence. Thanks, Harold, for an informative talk.

In October we will be pleased to welcome INOVAtronics to show us their latest. *Directory Opus*, their latest offering (and best directory utility currently available) is sure to be featured. And don't be surprised if we get a quick look at some of the latest features to be added to *CanDo*. INOVAtronics never fails to put on an entertaining demonstration. Don't miss it.

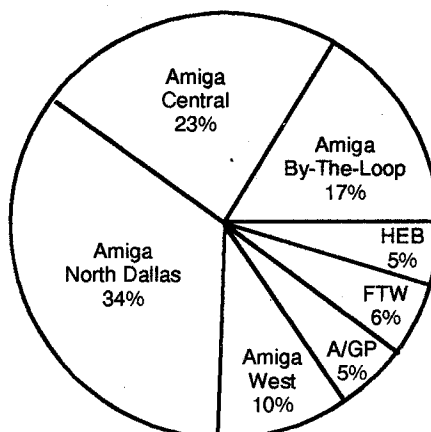
While we're on the subject of not missing the meeting, I need to remind everyone that the October meeting will NOT be held on the

third Thursday as usual. This month only, we have been bumped to the fourth Thursday, October 24. The time and place are unchanged - 7:30 at the Arlington Community Center. See you there!

Amiga North Dallas

Genny White

Trick or Treat... and we got both! At our September meeting, Mark Henry from The Edge showed us all the new tricks in *Deluxe Paint IV*, and it was a real treat. We saw the new Spare Brush, and the Metamorph feature, where one shape was made to magically become another (colors, details, and all) over a few frames of GENERATED animation. We saw a sort of water-color feature called "mix" where one color picks up a bit of another as the brush passes by, and a fancy new artist's palette for blending your own colors "like real life", in addition to the regular slide-bar mixing option. Now there's an "animation control bar" available, like having a VCR controller in your hand, and (one of my favorite features) the "lightbox", which gives you shadows of previous (or upcoming) images (in color!) like the onionskin feature in Disney Animation. Want a simple 3-D effect? How about a separate back-middle- and foreground that are independently locked in: instant layering. And for looking through the windows at the world you've created, a brush can be made transparent to any degree you desire. Perhaps if I'm VERY good, Santa will upgrade me (for maybe \$67). If he doesn't, I'll still have more fun with my *Deluxe Paint III* after our October meeting, when Mary Johnson promises to show us some Neat Stuff you can do with DPIII. Look forward to animation, titling, special effects, and all sorts of things that are really special but not everyone knows you can do!



CHAPTER NEWS

Tidbytes: Brett Hester's Toaster SIG is expected to meet 10/27 at Metropolitan. Call him at (214) 233-5493 for details. (Call him anyway... it's his birthday!) The SIG is planning to put out a 12-page newsletter with toaster "recipes", keep a library, etc. He sez "We Do Objects". (Sounds kinky to me, but I don't have a toaster.) Other News: *ProWrite 3.2* is due soon, (\$20 update), and will support postscript. *Directory Opus* from INOVAtronics is out, \$59.95 retail, \$48 at The Edge. (Remember your members' discount at our dealers, too!) We heard rumors of a 20-meg floppy drive, a cross between a standard floppy and an optical disk. It's faster than a floppy, slower than a hard drive, and due out in a few months. New Word: "floptical drive". Cute. Lost and Found Department: Brett is looking for an animation that came out around the time DPAINT III did, with male and female figures walking (to help you design your animations). Anybody seen it? Down Side of the News: Applied Engineering plans no further R&D on Amiga hardware, so look for no more new stuff from them.

There were over 60 people in attendance at the meeting, so if there's a magazine, TV ad, commentary, newsletter, or rumor-under-a-rock, **SOMEBODY** will likely have seen it. So if you wanna know if XYZ version II runs under release

3.4A of ABC VI, come ask us. We'll vote on it. Doorprizes this month: five \$10 gift certificates, *Amiga Action* magazine (with disk), *Amiga Games* magazine, and a nice Media Box, all from the Edge; and three Mystery Prizes from the game selection at Metropolitan. And now a plug for Plano to all you closet Trekkies out there... Take my Worf, Please! Yep, Michael Dorn himself will be at the Star Trek Convention at the Plano Convention Center, October 19th & 20th. See you there!

Arl/Grand Prairie Dorothy Gates

Brad Dumler came well prepared for an excellent demonstration of the *Dialogue 128*, an 80 column program by Gary Farmaner from Voyager Mind Tools. He used Aprotec Minimodem, 2400 baud to show that a proper utility program in 128 mode can provide any 128 Commodore computer with all of the necessary download and upload protocol capabilities for telecommunication needs. *Swiftlink* cartridge is in the same class as *Bob's Term Pro* which sets the standard by which all the other telecommunication programs try to follow. *Swiftlink* is not only fast enough and feature-rich but goes further and allows the use of a mouse which, of course, increases speed and ease of use. Brad used the RS-232

interface with *Swiftlink*.

Also, Q-Link, GENie (GM) and Ramlink were shown to an enthusiastic audience of new members, guests and regulars who also enjoyed Glen Herring's hospitality at his cottage.

Congratulations to the Foster McCowans' on the arrival of a new baby girl (6 1/2 lbs.) on September 10.

HEB

Robyn Wilson

The meeting for October consisted of attending METCOM 91 which was (or will be) held on Saturday, October 5th. I hope to have (or will) see y'all out there showing support for our Commodore systems.

That is not the only support we need to see. The November meeting is for choosing our new officers for 1992. There needs to be good membership attendance for voting. There are some openings for offices for anyone willing to take a challenge. As always, anyone needing help will receive it.

Along with the voting, a "dissection" of a keyboard or disk drive or more, time permitting, will be done. It is going to be a very good demo. You can fix them on your own if needed. Installation of chips may be another facet of the demo.

September Doorprizes

Thanks to our local dealers for their support

INOVAtronics
Hyper Helper

The Edge
Five \$10 Gift Certificates
Amiga Action Magazine (with disk)
Amiga Games Magazine
Media Box

Metropolitan Computer
Three Mystery Prizes (games)

The Fine Print

The Metroplex Commodore Computer Club

Statement of Purpose: The Metroplex Commodore Computer Club is a not-for-profit organization devoted to the collection and dissemination of computer knowledge, to the encouragement of computer education, and to the use of Commodore computers in the home, at school, and in business.

Legal Stuff: The MCCC is not connected with Commodore Business Machines, Inc. Commodore and Commodore product names (PET, CBM, VIC, C64, C128, and Amiga) are registered trademarks of Commodore, Inc.

Meetings and Membership: Our meetings are open to all. Family membership dues are \$20 per year or \$12 for six months, and entitle the member to a monthly mailed copy of the MCCC News, free access to the club's extensive public domain and shareware software library, and discounts at many area merchants. An additional \$12 annual fee provides access to the MCCC multi-user Bulletin Board System.

The MCCC News

Copyright Information: Material printed in the MCCC News is not copyrighted unless so noted. Articles may be reprinted or otherwise distributed by other user groups or by individuals who may find it helpful as long as proper credit is given to the author and to the MCCC.

Advertising: The MCCC News accepts two kinds of advertising. Member ads are those which are submitted by a member and which are not of a commercial nature. There is no charge for member ads. Commercial ads are those which advertise multiple like items for sale. Rates for camera-ready commercial ads are as follows for a single month or (consecutive three months): Full Page - \$36 (\$96); Half Page - \$18 (\$48); Quarter Page - \$12 (\$32); Business Card - \$6 (\$16). Materials to be inserted will cost \$.08 per copy (duplication not included) and must be inserted into all newsletters for the month.

Articles: Members are encouraged to submit articles. Articles should be submitted as ASCII text. They may be uploaded to the MCCC BBS, to StarText, or submitted on disk. If these methods are not possible, I will, as a last resort, accept printed articles. If graphics need to be included they may be submitted as Amiga IFF files, PageStream structured drawings, Professional Draw clips, or, again as a last resort, printed output.

Deadline: The deadline for submissions to the MCCC News is 7am of the fourth Saturday of each month. Payment must accompany all ad copy. Make checks payable to MCCC and mail c/o Bill Raecke, 2614 Charolais Way, Arlington, Texas 76017.

Extra Copies: Extra Copies of the MCCC News may be obtained for \$1 per copy. Orders should be forwarded to the club along with the required fee by the regular newsletter deadline.

Normal Meeting Schedule

1st Saturday	MCCC Board of Directors
1st Saturday	HEB Chapter
2nd Tuesday	Amiga By-The-Loop Chapter
2nd Tuesday	Arlington/Grand Prairie Chapter
2nd Thursday	Amiga West Chapter
2nd Saturday	Fort Worth Chapter
2nd Saturday	Arlington/Grand Prairie Workshop
3rd Wednesday	Amiga North Dallas Chapter
3rd Thursday	Amiga Central Chapter

SIGS

Programmer SIG	Kevin Wambgan	214-414-9460
Toaster SIG	Brett Hester	214-233-5493
VidSIG	Jack DeTore	817-275-3762

MCCC Board of Directors

President	Craig Bird	817-540-3360
Vice President	Ned Kelly	817-277-5825
Treasurer	Harold Williams	817-483-0537
Secretary	John Malmstrom	817-282-6158
Librarian	Gary Campbell	817-297-4125
(C64/128 help)	Joe Ostrokol	817-534-1990
Education Chair	David Anspach	214-255-0197
BBS Coordinator	Okley Moss	817-282-7751
Newsletter Editor	Bill Raecke	817-465-2014
Past President	Ned Kelly	817-277-5825
BBS Numbers	817-268-4191	817-268-4196

MCCC Chapter Officers

Amiga By-The-Loop Chapter

President	David Owens	817-577-2304
Vice President	Barbara Cramer	817-284-3565
Treasurer	Bruce Nelson	817-498-0899
Secretary	Garry Wordelman	817-281-7457
Librarian	Gary Campbell	817-297-4125

Amiga Central Chapter

President	Ray Howard	214-660-4819
Vice President	Harold Williams	817-483-0537
Treasurer	Bill Raecke	817-465-2014
Secretary	David Campbell	214-660-1646
Librarian	Ned Kelly	817-277-5825

Amiga North Dallas Chapter

President	Craig Bird	817-540-3360
Vice President	Danny White	214-422-7131
Treasurer	Forrest McKinney	214-530-4589
Secretary	Genny White	214-422-7131
Librarian	Wm. Dockendorf	214-407-0564

Amiga West Chapter

President	Jack Smith	817-924-9289
Vice President	John Belyeu	817-367-0264
Treasurer	Wayne Brodnax	817-244-0828
Secretary	Ben Clingerman	817-346-7266
Librarian	Fred Sagor	817-232-8820

Arlington-Grand Prairie Chapter

President	Glen Herring	817-572-0489
Vice President	Blake Brown	214-641-0424
Treasurer	Jim Souba	817-561-1318
Secretary	Dorothy Gates	214-262-7884
Librarian	Eddie Allen	214-259-1741

Fort Worth Chapter

President	John Sookma	817-293-8691
Vice President	John Sookma	817-293-8691
Treasurer	Julia Sookma	817-293-8691
Secretary	Ellen Triplett	817-295-5709
Librarian	James Dunnam	817-923-6153

Hurst-Euless-Bedford Chapter

President	Jesse Carden	214-890-0426
Vice President	Jon Moreland	214-579-1293
Treasurer	Bill Howe	817-577-3898
Secretary	Robyn Wilson	817-282-3458
Librarian	Bill Worthington	817-834-6150

CALENDAR OF EVENTS

Oct 8 Amiga By-The-Loop Chapter
7:30 pm - N.Richland Hills Community Center
Loop 820 at Rufe Snow, N.Richland Hills
David Owens, 817-577-2304

Oct 8 Arlington/Grand Prairie Chapter
6:30 pm - Grand Prairie Public Library
Conover Drive, Grand Prairie
Glen Herring, 817-572-0489

Oct 10 Amiga West Chapter
7:30 pm - Texas College of Osteopathic Medicine
Lancaster & Camp Bowie, Fort Worth
Jack Smith, 817-924-9289

Oct 12 Fort Worth Chapter
1:30 pm - West Berry Church of Christ
2701 West Berry, Fort Worth
John Sookma, 817-293-8691

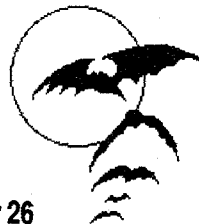
Oct 12 Arlington/Grand Prairie Workshop
1:30 pm - Grand Prairie Public Library
Conover Drive, Grand Prairie
Blake Brown, 214-642-6107

Oct 16 Amiga North Dallas Chapter
7:30 pm - Richardson Civic Center
411 West Arapaho, Richardson
Craig Bird, 817-540-3360

Oct 24 Amiga Central Chapter
7:30 pm - Arlington Community Center
2800 S. Center, Arlington
Ray Howard, 214-660-4819

Nov 2 MCCC Board of Directors
10:00 am - N.Richland Hills Community Center
Loop 820 at Rufe Snow, N.Richland Hills
Craig Bird, 817-540-3360

Nov 2 Hurst-Euless-Bedford Chapter
1:30 pm - Hurst Recreation Center
Mary Drive South of Pipeline, Hurst
Jesse Carden, 214-890-0426



November Newsletter Deadline - 7am, October 26

MCCC NEWS

Metroplex Commodore Computer Club
P.O. Box 813
Bedford, Texas 76095

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